Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 10782280 Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE ____ SMALL ENTITY OR **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE FOR **BASIC FEE** 385.00 NUMBER FILED NUMBER EXTRA 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= INDEPENDENT CLAIMS minus 3 = X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY **SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER PRESENT TIONAL RATE **RATE** TIONAL ENDMENT **AFTER PREVIOUSLY EXTRA** FEE **FEE AMENDMENT** PAID FOR Total Minus X\$ 9= X\$18= OR Independent Minus ΞV X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-B REMAINING NUMBER **PRESENT PREVIOUSLY RATE** TIONAL **RATE** TIONAL NDMENT **AFTER EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR AME Independent Minus *** X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** AMENDMENT TIONAL RATE RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$ 9= X\$18= OR Minus Independent = X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.